REMARKS

Claims 58-70, 74-76 and 78-83 are pending. No claims stand allowed. Claims 64-66 have been amended. Support for the claim amendments may be found in the specification as filed at, for example, page 9, lines 10-15, and page 11, lines 11-13. No new matter has been added.

Claim Rejections Under 35 U.S.C. §112

Claims 64 and 65 are rejected under 35 U.S.C. 112, second paragraph, as allegedly being indefinite for failing to particularly point out and distinctly claim the subject matter which applicants regard as the invention. Claims 64-66 have been amended to remove the terms "Linux" and "IBM-PC".

Claim Rejections Under 35 U.S.C. §103

Claims 58-70, 74-76 and 78-79 and 82-83 are rejected under 35 U.S.C. §103(a) as allegedly being unpatentable over U.S. Patent No. 5,592,509 to Suzuki et al. These rejections are respectfully traversed.

Claim 58 is directed to a computerized wagering game apparatus comprising an operating system that includes a system handler application. The system handler application is operable to:

> initiate execution of a computerized wagering game based on game data variables stored in the nonvolatile storage;

> write game data variables to at least one of the game state storage and nonvolatile storage when the computerized wagering game is executed; and

> load at least one of the plurality of the gaming program shared objects in response to a change in the stored game data variables by at least another one of the plurality of the gaming program shared objects.

Suziki does not describe or suggest at least those features of claim 58. For example, Suzuki does not describe or suggest writing game data variables to at least one of the game state storage and nonvolatile storage when the computerized wagering game is executed, as recited in claim 58. Further, Suzuki does not describe or suggest loading at least one of a plurality of the gaming

program shared objects in response to a change in the stored game data variables by at least another one of the plurality of the gaming program shared objects.

Rather, Suzuki describes transmitting game information via modem and via a digital link between locations to supplement game model software embodied on a user's floppy disk. Suzuki's description of supplementing game model software embodied on a disk does not describe or suggest writing game data variables to game state storage or nonvolatile storage and loading at least one of the plurality of gaming program shared object in response to a change in the stored game data variables by another one of the gaming program shared objects, as recited in claim 58. The Examiner refers to column 11, lines 30-44 of Suzuki in the rejection of claim 58. That paragraph of Suzuki is reproduced here:

Additionally, as shown in FIG. 4, an on-line networking 30 system is also contemplated. As shown in FIG. 4, game information may be transmitted via modem 22 shown in FIG. 1A over telephone lines 43 from a user's house 48 through an access point 42 to a game processor center 40 via 35 a digital link 47. Similarly, game information may be transmitted from the house 50 of a friend via a telephone line 43 to an access point 44 and then to game processor center 40 via digital link 47. Game information may also be transmitted from the game manufacturer (such as, for 40 example, Nintendo) 46. In the on-line networking system shown in FIG. 4, it is possible to readily supplement the model software embodied on a user's floppy disk 8 to add to the model video game software to be modified.

The features of claim 58 were rejected in the office action as follows:

8. **Regarding claims 58, 76 and 78;** Suzuki discloses a computerized wagering game apparatus, comprising:

the system handler application operable to: initiate execution of a computerized wagering game based on game data variables stored in the nonvolatile storage, (col. 5:19-43);

write game data variables (game information) to at least one of the game state storage and nonvolatile storage when the computerized wagering game is executed, (col. 11:30-44); and

load at least one of the plurality of the gaming program shared objects in response to a change in the stored game data variables by at least another one of the plurality of the gaming program shared objects, (col. 11:30-44); and

These assertions are respectfully traversed. As shown in the quotes above, Suzuki describes transmitting game information via modem and via a digital link between locations to supplement game model software embodied on a user's floppy disk. Suzuki does not describe or suggest writing game data values to storage and loading gaming program shared objects in response to a change in the stored game data variables by at least another one of the gaming program shared objects. Hence, claim 58 is patentable over Suzuki.

Accordingly, Applicants respectfully submit that Suzuki does not describe or suggest at least the aforementioned features of claim 58, and the rejection of claim 58 should be withdrawn.

Independent claim 76 recites similar features as claim 58. Accordingly, Applicants respectfully submit that the rejections of claim 76 should be withdrawn for similar reasons as above.

The remaining dependent claims incorporate, by virtue of their dependency, all of the features of the independent claims on which they are based. Therefore, Applicants respectfully submit that the rejections of these claims should be withdrawn for the same reasons as their respective independent claims.

Furthermore, Suzuki does not describe or suggest unloading a previous gaming program shared object or device handler if a previous object or device handler has been loaded, loading a new gaming program shared object or device handler, and executing the new gaming program shared object or device handler, as recited in claim 60. Instead, Suzuki discloses that the model software includes a base file and a user file. The base file cannot be changed by the user. The user file can be changed by the user and includes default programs and default data, which a user may modify to create user original programs and user original data. Original games created by a user may be transmitted to other users by a transmission of the user file. Suzuki, column 28, lines 23-36. Applicants respectfully submit that Suzuki's disclosure of the base file and the user file does not describe or suggest unloading a previous gaming program shared object, loading a new gaming program shared object or device handler, and executing the new gaming program shared object or device handler, as recited in claim 60.

CONCLUSION

The claims are believed to be in condition for allowance. Accordingly, allowance of the claims at the earliest possible date is requested. If prosecution of this application can be assisted by telephone, the Examiner is requested to call the undersigned at (510) 663-1100.

Applicants do not believe that any additional fees are required to facilitate the filing of this Amendment. However, if it is determined that such fees are due, please charge such additional fees to Deposit Account No. 504480 (Order No. IGT1P369).

Respectfully submitted,
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